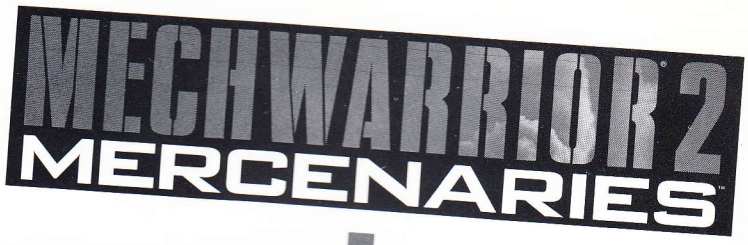
ACTIVISION PRESENTS
MECHWARRIOR 2
MERCENARIES
OFFICIAL PRODUCT
BATTLETECH
UNIVERSE
ACTIVISION



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Minimum System Requirements for Windows 95

- A 100% Windows 95-compatible computer system (including 32-bit Windows 95-compatible drivers for CD-ROM drive, video card, sound card and input devices).
- Intel Pentium® 75 MHz processor
- VESA local bus (VLB) or PCI video
- 256-color SVGA (640 x 480)
- 16 MB RAM
- Double-speed CD-ROM drive (300K/sec. sustained transfer rate)
- Hard disk drive with 62 MB of uncompressed space available
- Windows 95 operating system
- 100% Microsoft-compatible mouse
- 100% Sound Blaster-compatible sound card
- Dedicated game card highly recommended for joysticks

Supports any 100% Windows 95-compatible input device, including but not limited to:

Microsoft Sidewinder Joystick; CH Flightstick Pro and Virtual Pilot; Gravis Analog Joystick, Analog Joystick Pro and Gamepad; Thrustmaster Flight Control System

Important Note:

The Windows 95 version uses new Microsoft DirectX technology, which requires your system to be able to fully support DirectX. If your system does not support DirectX, we suggest trying the MS-DOS version.

Minimum System Requ

- IBM PC or 100% compatible
- Intel® 486DX2/66 MHz proces
- 8 MB RAM (7 MB of free exten
- Double-speed CD-ROM drive (
- Hard disk drive with 62 MB of
- VESA local bus (VLB) or PCI vi
- 256-color SVGA (640 x 480)
- MS-DOS 6.22
- 100% Microsoft-compatible mo
- 100% Sound Blaster-compatible
- Dedicated game card highly reco

***MercNet* (which is included), in a**

- Novell™ Network
- Novell-compatible IPX network
- 100% Hayes/MS-DOS-compatibl is recommended.)
- Null-modem cable and serial port
- Internet Play: 14,400 bps modem Service Provider

Supported Sound Devices:

Creative Labs Sound Blaster Basic, P Spectrum Basic, Plus and 16; Gravis General MIDI devices

Supported Input Devices:

Standard two-button joysticks; CH Flig weapons and rudder control systems; and Phoenix joystick; Virtual I/O I-glass Microsoft Sidewinder joystick

Minimum System Requirements for MS-DOS

- IBM PC or 100% compatible
- Intel® 486DX2/66 MHz processor
- 8 MB RAM (7 MB of free extended memory)
- Double-speed CD-ROM drive (300K/sec. transfer rate)
- Hard disk drive with 62 MB of uncompressed space available
- VESA local bus (VLB) or PCI video
- 256-color SVGA (640 x 480)
- MS-DOS 6.22
- 100% Microsoft-compatible mouse and driver
- 100% Sound Blaster-compatible sound card
- Dedicated game card highly recommended for joysticks

***MercNet* (which is included), in addition, requires one or more of the following:**

- Novell™ Network
- Novell-compatible IPX network
- 100% Hayes/MS-DOS-compatible modem (9,600 bps for head-to-head play. 14,400 is recommended.)
- Null-modem cable and serial port with 16550 UART
- Internet Play: 14,400 bps modem, MS-DOS packet driver and Internet Service Provider

Supported Sound Devices:
Creative Labs Sound Blaster Basic, Pro, 16 and AWE 32; Media Vision Pro Audio Spectrum Basic, Plus and 16; Gravis Ultrasound; Ensoniq Soundscape; Roland MT-32; General MIDI devices

Supported Input Devices:
Standard two-button joysticks; CH Flightstick and ProPedals; Thrustmaster flight, weapons and rudder control systems; Thrustmaster F-16 Flightstick; Gravis gamepad and Phoenix joystick; Virtual I/O i-glasses; Suncom Technologies SFX gamepad; Microsoft Sidewinder joystick

INSTALLING MERCENARIES FOR WINDOWS 95

Please make sure your computer system is 100% Windows 95-compatible. *MechWarrior 2: Mercenaries for Windows 95* is not compatible with Windows 3.1 or other operating systems.

Note: For *MechWarrior 2: Mercenaries for Windows 95* to operate the best, it requires that your system have the latest Windows 95 drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., joysticks). If you have any problems running the program, older sound or video drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out our Technical Help file. Just press the **More** button on the MechWarrior 2: Mercenaries title screen (the title screen displays shortly after inserting the MechWarrior 2: Mercenaries for Windows 95 CD into your CD-ROM drive), then click the **Help** button. We have supplied a list of major computer hardware companies and their telephone numbers. You can find them listed under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

How to Install the Windows 95 Version

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel).
2. Insert the Mercenaries CD into your CD-ROM drive and wait a few moments until the Mercenaries title screen appears. (If the title screen does not appear, please refer to "AutoPlay" in the *Troubleshooting* section.)

3. There are four buttons
the installation process

After Mercenaries se
Microsoft DirectX 2 driver
installation is complete, yo
drivers to take effect. For
manual.

Now you can run *Me*
Programs/Mercenaries/M
Play on the CD title screen

Please register your copy
can use our Electronic Re
the system from the Merc
click on **Electronic Regist**
icon and select **Electronic**

Title Screen Button Fu

Install – Installs the game.

Play – If the game has alrea
button to play *Mercenaries*

More – Click this button to a
Activision and **Uninstall** but

3. There are four buttons on the title screen. Click the **Install** button to begin the installation process and then follow the on-screen instructions.

After Mercenaries setup is complete, your computer will install the Microsoft DirectX 2 drivers if you do not already have them. When DirectX 2 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 2, see page 8 of this manual.

Now you can run *Mercenaries for Windows 95* by choosing **Programs/Mercenaries/Mercenaries** from the **Start** menu or by clicking **Play** on the CD title screen.

Please register your copy of *Mercenaries*. To make it easy and fast you can use our Electronic Registration system. There are two ways to access the system from the Mercenaries title screen: (1) click on **More**, and then click on **Electronic Registration** or (2) right-click on the **Mercenaries CD** icon and select **Electronic Registration**.

Title Screen Button Functions

Install – Installs the game.

Play – If the game has already been installed to your system, click this button to play *Mercenaries for Windows 95*.

More – Click this button to access the **Electronic Registration**, **Help**, **About Activision** and **Uninstall** buttons.

Game Previews – Click this button to see previews of some exciting Activision games.

Exit – Click this button to close the title screen and exit *Mercenaries for Windows 95*.

Help – Click this button to view the latest technical information not found in this install guide.

About Activision – Click this button to view information on how to contact Activision.

Electronic Registration – Click this button to register your copy of *Mercenaries for Windows 95* over the modem.

Uninstall – Click this button to remove all *Mercenaries for Windows 95* files from your computer.

Troubleshooting

Online Help

We have supplied a technical help file that can help you in troubleshooting problems. There are four ways to access this help file:

- Right-click on the **Mercenaries CD** icon and select **Technical Help**.
- From the title screen, click on **More** then **Help**.
- After installation, from the Start menu, select **Programs/Mercenaries/Mercenaries Technical Help**.
- From within the game, select **Technical Help** from the **Help** pull-down menu.

AutoPlay

If the Mercenaries title screen

steps:

1. Double-click on the **My Co**
   the icon and choose the **Op**
2. Select the **Refresh** option
3. Double-click on the **Mercen**
   the icon and choose the **Aut**
4. After the Mercenaries title s

If the AutoPlay feature does no

1. Make sure the CD is clean a
2. Your CD-ROM driver may n
   verify this, perform the follo
   a. Open the Windows 95 **C**
      System icon.
   b. Click on the **Performanc**
      fully optimized for use wi
      an explanation of the exa

DirectX 2

Upon completion of the Mercen
continue by determining if Micro
computer. If so, the appropriate
automatically.

AutoPlay

If the Mercenaries title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Mercenaries CD** icon in the window or right-click on the icon and choose the **AutoPlay** option.
4. After the Mercenaries title screen appears, click on the **Play/Install** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95. To verify this, perform the following steps:
   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.
   b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DirectX 2

Upon completion of the Mercenaries setup, the installation process will continue by determining if Microsoft's DirectX 2 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. **What is DirectX 2 and why do I need it?**

A. Microsoft's DirectX 2 is a set of functions that gives Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems and accounts for much of the performance gains associated with Windows 95 games. *Mercenaries for Windows 95* uses DirectPlay, DirectDraw and DirectInput, three of the DirectX 2 functions.

Q. **If I don't have DirectX 2 will *Mercenaries for Windows 95* install it for me?**

A. Yes. If InstallShield does not detect DirectX 2 on your computer, it will install DirectX 2 for you. After installation is complete, you will need to restart your computer in order for DirectX 2 to take effect.

Q. **I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?**

A. If you already have other Windows 95 games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 2. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 2 installed on your computer, the Microsoft DirectX 2 installer will detect that and not overwrite any DirectX 2 files. You will not need to restart your computer after installation in order to run *Mercenaries*.

PROBLEM	SOLUTION
Program won't install	You may have insuf program to copy the hard drive. Free up r
Game doesn't start	This problem may be drive. Run SCANDIS See your Windows 9 SCANDISK.
Movies don't play properly	• Make sure your sys requirements for th drive. The program minimum sustained double-speed drive) • You may not have e to make sure you ha product. You need 1 • Too many other appl down other applicati modem programs) a recommend that you running *Mercenaries* • Make sure your displa Settings section of yo

PROBLEM	SOLUTION
Program won't install	You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.
Game doesn't start	This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.
Movies don't play properly	• Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 300K bps (a double-speed drive). • You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need 16 MB. • Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running *Mercenaries for Windows 95*. • Make sure your display is set to 256 colors in the Settings section of your Display control panel.

PROBLEM	SOLUTION
Movies don't play properly (cont'd)	The movies will initially appear in minimized screens to improve performance. If you have a fast video card and CD-ROM, you may be able to run the movies in a full-screen window. You can change to a full-screen window by going to the pull-down menu bar, clicking on **Options**, selecting **Movie Playback** and then choosing **640x480** for your resolution. Movie playback at 640x480 may not perform properly if you did not select the Mercenaries full-blown installation.
Game freezes	• Make sure your computer has at least 16 MB of RAM. • Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.
No sound, partial sound or no voices or sound effects	• Make sure you have a 100% Windows 95 (Sound Blaster) compatible sound card in your computer. • Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. • Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card. • Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your

PROBLEM	SOLUTION
No sound, partial sound or no voices or sound effects (cont'd)	audio card's installa Windows to be sure manual and your Wi
Game too slow	• Make sure you are r *95* on a Pentium or system usually will • Try turning off som Variables screen. • Make sure you have the background. • Make sure your scr the Combat Variabl

PROBLEM	SOLUTION
No sound, partial sound or no voices or sound effects (cont'd)	audio card's installation and its setup parameters within Windows to be sure all is correct. See your card's manual and your Windows manual for details.
Game too slow	• Make sure you are running *Mercenaries for Windows 95* on a Pentium or higher system. Any 486 or lower system usually will not perform at an acceptable speed. • Try turning off some game options in the Combat Variables screen. • Make sure you have no other applications running in the background. • Make sure your screen resolution is set to 320x200 in the Combat Variables screen.

INSTALLING MERCENARIES FOR MS-DOS

Before Installing

Here is some important information that you should know before you install and start playing *Merecenaries for MS-DOS*.

Hard Disk

The game requires 62 MB of UN-compressed free disk space. *Mercenaries* will not work properly using compressed hard disk space (such as Stacker and DoubleSpace). If you have the space, there are two other installation options that require even more hard disk space, but allow animations and movies to run even smoother.

Memory

In order to run *Mercenaries* you need over 6.9 MB of extended memory. If you have between 6.5 MB and 6.9 MB of extended memory, the game will play, but some missions will run slower. For optimal performance it is best to configure your memory so you have over 6.9 MB of extended memory. To help you free up more memory, we included a boot disk-making utility that you will be prompted to use from the Installer.

Other Operating Systems and Windows NT

Mercenaries requires MS-DOS 6.22 or later. Other operating systems (e.g., OS/2 Warp and Windows NT) are not supported. Although *Mercenaries* might work just fine with them, we have not tested thoroughly with them. If you have a problem using unsupported operating systems, it is best to

contact the operating syste
issues. Please check Activi
updates on *Mercenaries* co

VESA Video Drivers

Mercenaries requires that y
run your video. Please verif
Mercenaries.

If the VESA driver supp
properly with *Mercenaries*, t
available for downloading fr
locations. It might also be lo

Controllers

Mercenaries supports a wide
to the "Cockpit Controls" sect

Troubleshooting

In a Help file, we have compile
issues and solutions. This is a
consulted first in the event you
The HELP.TXT file can be view
information and assistance on
Mercenaries Update document

contact the operating system company to try and work out compatibility issues. Please check Activision's online forums on a regular basis for future updates on *Mercenaries* compatibility issues.

VESA Video Drivers

Mercenaries requires that your system have a standard VESA video driver to run your video. Please verify that you have one loaded before launching *Mercenaries*.

If the VESA driver supplied by your video card does not function properly with *Mercenaries*, try using the UniVBE VESA driver. This is available for downloading from our Activision BBS or any of our online locations. It might also be located on your local BBS or other online services.

Controllers

Mercenaries supports a wide variety of input devices. Please consult or refer to the "Cockpit Controls" section for further details.

Troubleshooting

In a Help file, we have compiled extensive information on compatibility issues and solutions. This is an extremely valuable resource that should be consulted first in the event you experience any difficulty running this game. The HELP.TXT file can be viewed with any text editor. To access the latest information and assistance on *Mercenaries*, please download the Mercenaries Update document from one of the Activision online forums.

How to Install the MS-DOS Version

1. If in Windows, exit completely out of Windows to get the DOS prompt.
2. Insert the **Mercenaries CD** into your CD-ROM drive (for these instructions, we will assume that your CD drive is drive D:).
3. At the DOS prompt, type **D:** and press **Enter**.
4. At the D:\ > prompt, type **CD\DOS** and press **Enter**.
5. At the D:\ >DOS prompt, type **INSTALL** and press **Enter**.
6. Follow the on-screen instructions carefully. Here are the basic steps the Installer will follow:

A. GENERAL NOTES

- To abort the installation process press **Ctrl+X**. If you do so, make sure to delete the Mercenaries directory and its subdirectories, if created.
- Memory is checked before installing. You will need 6.9 MB of RAM to run *Mercenaries*. If you get the warning message that you are below the required amount, you will probably be able to install anyway. At the end of the installation process, you will be given the opportunity to create a boot disk to help in freeing up more memory.
- Your hard disk drive space is checked for sufficient room to install. *Mercenaries* requires a minimum of 62 MB to 150 MB of free uncompressed disk space, depending on the installation option you select.
- A VESA video driver is checked for since it is required to run *Mercenaries*.

- If you have any trouble with the instal README.TXT file.

B. CONFIGURING SOUND DEVICES

In order to enjoy the audio component of t select your sound device for digital audio. detect your sound configuration automatic drivers. However, on some systems you m card manually from the list provided. The In the presence of that sound card in your syst not shown and is 100-percent Sound Blaste able to select the **Creative Labs Sound Blast** driver to hear sound and music in the game. selecting the proper sound devices, select **Do**

C. CREATING A BOOT DISK

After installing, you will be asked if you wish t procedure requires that you insert a high-dens Please verify that you have created a backup of since this process will erase all data on it. Whe is complete and you have typed in a volume lab will be asked if you want to format another; type **Enter**.

Note: If you are running the Installer from Windo boot disk.

- If you have any trouble with the installation, please consult the README.TXT file.

B. CONFIGURING SOUND DEVICES

In order to enjoy the audio component of the game, you will need to select your sound device for digital audio. The installer will attempt to detect your sound configuration automatically and select the appropriate drivers. However, on some systems you may need to choose your sound card manually from the list provided. The Installer will then try to verify the presence of that sound card in your system. If your sound card is not shown and is 100-percent Sound Blaster-compatible, you should be able to select the **Creative Labs Sound Blaster or 100% compatible** driver to hear sound and music in the game. When you are finished selecting the proper sound devices, select **Done** and press **Enter**.

C. CREATING A BOOT DISK

After installing, you will be asked if you wish to make a boot disk. This procedure requires that you insert a high-density disk into your **A:** drive. Please verify that you have created a backup of the contents of this disk, since this process will erase all data on it. When the formatting process is complete and you have typed in a volume label for the boot disk, you will be asked if you want to format another; type **N** for "no" and press **Enter**.

Note: If you are running the Installer from Windows 95, do NOT create a boot disk.

7. When installation is complete, you will be returned to the directory in which *Mercenaries* was installed. To begin your *Mercenaries* experience, type **MERCS** and press **Enter**.

Q: **How do I run *Mercenaries for MS-DOS* under Windows 95?**

A: If you have Windows 95, we strongly recommend you install the Windows 95 version. If for any reason you wish to install the MS-DOS version, please follow these steps.

1. Make sure the game's CD is in the CD-ROM drive.
2. Close all open windows on your screen. You can close a window by clicking on the close button ("X") located in the top right-hand corner of the window.

   Also, close programs listed on the Taskbar. Do this by right-clicking on a program's button and selecting **Close**.
3. Double-click on the **My Computer** icon. In the window that opens, double-click on the icon for the hard disk drive where *Mercenaries* was installed. Look for the **Mercs application** icon. (The icon is a picture of a window with the name Mercs underneath it.) Double-click on this icon to start the game.

If the above process does not work for you, click on the **Start** button, choose **Shut Down** and restart the computer in MS-DOS mode. At the MS-DOS prompt, go to the directory where you installed *Mercenaries* (default is \MERCS) and, from the Mercenaries directory, type **MERCS** and press **Enter** to start the game.

Troubleshooting

Please refer to the help file named HELP.TXT information.

Video

Mercenaries was designed to take advantage video modes on your computer. The pre-mis program (i.e., the shell) runs in 640x480x25 portion of the program runs by default in 32 The simulation can also run in 640x480x256 In some cases *Mercenaries* will detect and w However, some video cards may require that order for the video card to work properly wit

Input Devices (Joysticks, Mice, VR Headset

Mercenaries requires a Microsoft-compatible (including Logitech, Mouse Systems and Ker compatible. In order for the mouse to work p driver must be loaded before running the gam be fairly current and VESA-compatible. Conta mouse or the dealer who sold the mouse to y most current available.

Troubleshooting

Please refer to the help file named HELP.TXT for more troubleshooting information.

Video

Mercenaries was designed to take advantage of some of the higher resolution video modes on your computer. The pre-mission launch portion of the program (i.e., the shell) runs in 640x480x256 SVGA mode, and the simulation portion of the program runs by default in 320x200x256 standard VGA mode. The simulation can also run in 640x480x256 mode using an SVGA video card. In some cases *Mercenaries* will detect and work with your video card just fine. However, some video cards may require that a VESA video driver be loaded in order for the video card to work properly with *Mercenaries*.

Input Devices (Joysticks, Mice, VR Headsets)

Mercenaries requires a Microsoft-compatible mouse to run. Most mice today (including Logitech, Mouse Systems and Kensington) are Microsoft-compatible. In order for the mouse to work properly in *Mercenaries*, a mouse driver must be loaded before running the game. The mouse driver must also be fairly current and VESA-compatible. Contact the manufacturer of your mouse or the dealer who sold the mouse to you to see if your driver is the most current available.

General Troubleshooting

Q: My computer freezes after completing the first mission. What can I do?

A: Try these solutions; one of them should help you.

1. Eject and reinsert CD.
2. Disable joystick by going to the Controller Configuration screen by pressing the **Esc** key in the Star Port and selecting **COCKPIT CONTROLS**.
3. Disable SMARTDRV or any other disk caching utilities.
4. Run the game without a memory manager.

View the HELP.TXT file for a more complete list of troubleshooting options.

Performance

Mercenaries has features that were designed to support a wide range of computers. When you initially configure *Mercenaries* for play, *Mercenaries* will make several default settings regarding which features should be used and which should be turned off.

The trade-offs are different for each user, so we allow any machine to run any options, but please keep in mind that the higher the level of detail, the more demanding the machine requirements.

Mercenaries' default resolution is 320x200. We recommend this resolution unless you have a P-150 or above. On Pentium computers, *Mercenaries* should run well at 640x480. Video cards also vary dramatically; many cards are optimized for extremely high performance in Windows, but can actually be very slow for use in DOS. The best way to determine this is

by running *Mercenaries*. Start with
whatever options best match your
realism. Machine and graphics card
and adjust graphic options until you

Try making the following chang
(they will be found within Combat V

Object Textures:	Try tu
Terrain Textures:	Try tu
Display Detail:	Try sw
Object Density:	Try sw
Chunky Explosions:	Try tu
Particles:	Try tu
Shadows:	Try tu
Multiple Light Sources:	Try tu
Resolution:	Reduc runnin

Note: The resolution can only b
fighting simulation.

Some of the changes listed above sho
running reasonably on any machine.
performance cost is low.

by running *Mercenaries*. Start with a resolution of 320x200, and select whatever options best match your machine's capabilities and your desire for realism. Machine and graphics card allowing, move up to a higher resolution and adjust graphic options until you reach a satisfactory balance.

Try making the following changes to increase the game's performance (they will be found within Combat Variables):

Object Textures:	Try turning these OFF.
Terrain Textures:	Try turning these OFF.
Display Detail:	Try switching to LOW.
Object Density:	Try switching to LOW.
Chunky Explosions:	Try turning these OFF.
Particles:	Try turning these OFF.
Shadows:	Try turning these OFF.
Multiple Light Sources:	Try turning these OFF.
Resolution:	Reduce to the next lower resolution if you're running above 320x200.

Note: The resolution can only be changed in the shell prior to the fighting simulation.

Some of the changes listed above should be sufficient to get the game running reasonably on any machine. Other options can be left ON, as their performance cost is low.

Cockpit Controls

To select the input device(s) you'll be using to pilot your 'Mech, select **Cockpit Controls** from the **Esc** menu. Here you can select the ones you'll be using by clicking on them (accepted ones are shown in red). It's perfectly OK to use multiple devices simultaneously, as long as your computer is happy with the setup.

Once you've selected your inputs, click on **ACCEPT** to take your current configuration into battle.

Novice Control Mode

Select novice control mode if you would like to use a simplified set of 'Mech controls. In this mode, the up and down arrow keys move your 'Mech forward and backward rather than tilt your torso up and down. **Note that this is NOT indicated on the keyboard reference card.**

Custom Configuration

To modify or customize a device, select **Custom Configuration**. Then, from the list of devices in the upper-left corner, select the device to which you want to map game functions. Only highlighted ones are available. The selected one will turn red (as a rule, if a button is bright white; you can select it, and if it's red, it is selected). Now select one of the game controls to which you want to map the device. Lastly, select the specific input (button or axis) you want placed there. Inputs can be prefaced by modifier keys, and can be inverted by clicking on the **R/L**, **U/D** areas.

Since you can have multiple (duplicate) inputs controlling the same function, there are multiple pages of controls, starting with Page One. Cycle

through the other Controls pages to
functions have been assigned to mul

You can save and load up to fou
own name (just click on **Current Con**
ACCEPT CONFIG AND EXIT when you

MercNet

From Windows 95:

You can launch *MercNet* from the MS
restarting your computer in MS-DOS
press **Enter**, making sure you are in t
Mercenaries.

Note: To enable audio for *MercNet* un
your Mercenaries directory and press
configuration utility.

From MS-DOS:

There are two ways to launch *MercNe*
MercNet directly from *Mercenaries* by
title screen. Alternately, *MercNet* can b
your Mercenaries directory, typing **ME**

through the other Controls pages to see the redundancies (instances where functions have been assigned to multiple keys, switches, etc.).

You can save and load up to four custom configurations, each with its own name (just click on **Current Config** and enter a new name). Click on **ACCEPT CONFIG AND EXIT** when you're satisfied.

MercNet

From Windows 95:

You can launch *MercNet* from the MS-DOS prompt in Windows 95 or by restarting your computer in MS-DOS mode. Simply type **MERCNET** and press **Enter**, making sure you are in the same directory in which you installed *Mercenaries*.

Note: To enable audio for *MercNet* under Windows 95, type **SETSOUND** in your Mercenaries directory and press **Enter**. This will launch the sound configuration utility.

From MS-DOS:

There are two ways to launch *MercNet* from MS-DOS. You can launch *MercNet* directly from *Mercenaries* by clicking on the *MercNet* button in the title screen. Alternately, *MercNet* can be launched directly by changing to your Mercenaries directory, typing **MERCNET** and pressing **Enter**.

Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. 486 DX2/66, Pentium 90...)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Soundblaster 16 sound...)

Online

You may contact a customer support representative through the following online services (available in English only):

Services with Activision Forums, E-Mail and File Library Support

- **Microsoft Network:** From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location...** At the prompt, type "Activision" and click **OK**.
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO GAMBPUB]
- **Activision BBS:** (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Services with E-Mail Support

- **Prodigy:** ACTI10B
- **GEnie:** ACTIVISION

Internet: support@activision.com or http://www.activision.com

In the U.S.

Fax (310) 479-7355, 24 hours

FaxBack (310) 473-6453, 24 hours

Mail Activision, Customer Supp

Phone Call our 24-hour voice-ma asked questions at (310) representative at the same 5:00 p.m. (Pacific Time) M

In the U.K. & Australia

Phone

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In Australia, please call **1902 962 000**.

If you have any comments, questions or sug product, you can contact us in the U.K. on t 5:00 p.m. (U.K.time) Monday through Friday customer support representative through our

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Mail Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 479-5644. Or contact a customer support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

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